

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended). A gaming device comprising:

a display device adapted to display a game, the game involving a plurality of symbols including at least one non-terminator symbol and at least one terminator symbol; and

a processor configured to operate with said display device for a play of the game to:

(a) start the play of the game; display a plurality of symbols, said symbols including at least one non-terminator symbol and at least one terminator symbol;

(b) display a plurality of the symbols;

(c) enable a player to select at least one of the displayed symbols;

(~~e~~) provide a value to the player if the selected symbol is at the at least one non-terminator symbol;

(i) provide a value to the player; and

(ii) repeat steps (c) and (d)(i) until a termination condition is satisfied;

and

(~~e~~) provide another value to the player if said selected symbol is a terminator symbol;

(i) terminate the play; and

(ii) provide another value to the player, the another value being ,

wherein said value is at least partially based on the number a quantity of said non-terminator symbols which were not selected when the play was terminated.

Claim 2 (original): The gaming device of Claim 1, wherein said plurality of symbols includes a plurality of non-terminator symbols.

Claim 3 (original): The gaming device of Claim 1, wherein said plurality of symbols includes a plurality of terminator symbols.

Claim 4 (currently amended): A gaming device comprising:
a display device adapted to display a game, the game involving a plurality of symbols including at least one non-terminator symbol and at least one terminator symbol; and

a processor configured to operate with said display device for a play of the game to:

- (a) start the play of the game;
 - (b) display a plurality of the symbols; ~~said symbols including at least one non-terminator symbol and at least one terminator symbol~~;
 - (~~b~~c) enable a player to select one of said displayed symbols not previously selected by the player;
 - (~~e~~d) ~~provide a value to the player if said selected symbol is the at least one~~ non-terminator symbol;
 - (i) provide a value to the player; and
 - (ii) repeat steps (c) and (d)(i) until a termination condition is satisfied;
- and

(~~d~~e) ~~provide another value to the player if the selected symbol is a terminator symbol~~,

- (i) terminate the play; and
- (ii) provide another wherein said value to the player, the another value being value is at least partially based on the number a quantity of said non-terminator symbols which were not previously selected when the play was terminated; and

(~~e~~) ~~repeat steps (b) to (d) at least once if the selected symbol is a non-terminator symbol~~.

Claim 5 (original): The gaming device of Claim 1, wherein said plurality of symbols includes a plurality of non-terminator symbols.

Claim 6 (original): The gaming device of Claim 1, wherein said plurality of symbols includes a plurality of terminator symbols.

Claim 7 (currently amended): A gaming device comprising:

a display device adapted to display a game, the game involving a plurality of player selectable selections including at least one associated with a non-terminator and at least one associated with a terminator; and

a processor configured to operate with said display device for a play of the game to:

- (a) start the play of the game;
- (b) display a plurality of player selectable selections;
- (c) enable a player to select at least one of said displayed selections;
- (d) provide a first award to the player if said player selected selection is not associated with a terminator, wherein each of at least one terminator is associated with one of said player selectable selections; and

(i) provide a first award to the player; and

(ii) repeat steps (c) and (d)(i) until a termination condition is satisfied; and

(e) provide a second award to the player if said player selected selection is associated with one of said terminators,

(i) terminate the play; and

(ii) provide a second award to the player, the second award being wherein said second award is at least partially based on the number a quantity of said non-selected selections that are which were not associated with one of said terminators when the play was terminated.

Claim 8 (original): The gaming device of Claim 7, wherein said second award is based on providing a value to the player a number of times, wherein said number of times is at least partially based on the number of non-selected selections that are not associated with one of said terminators.

Claim 9 (original): The gaming device of Claim 7, wherein said second award is based on providing a number of values to the player, wherein the number of provided values is at least partially based on the number of non-selected selections that are not associated with one of said terminators.

Claim 10 (original): The gaming device of Claim 7, which includes a plurality of terminators associated with a plurality of said player selectable selections.

Claim 11 (currently amended): A gaming device comprising:

a display device adapted to display a game, the game involving a plurality of player selectable selections including at least one associated with a non-terminator and at least one associated with a terminator; and

a processor configured to operate with said display device for a play of the game to:

(a) start the play of the game;

(b) display a plurality of player selectable selections;

(bc) enable a player to select at least one of said displayed selections not previously selected by the player; and

(ed) ~~provide a first award to the player if the player selected selection is the at least one not associated with a terminator, wherein each of at least one terminator is associated with one of said player selectable selections;~~

(i) provide a first award to the player; and

(ii) repeat steps (c) and (d)(i) until a terminator condition is satisfied; and

(de) ~~provide a second award to the player if the player selected selection is associated with one of said terminators,~~

(I) wherterminate the play; and

(ii) provide a second award to the player, the second award beingin said second award is at least partially based on the numbera quantity of said non-selected selections which that are were not associated with one of said terminators when the play was terminated.; and

(e) ~~repeat steps (b) to (d) at least once if the player selected selection is not associated with one of said terminators.~~

Claim 12 (withdrawn): The gaming device of Claim 11, wherein said second award is based on providing a value to the player a number of times, wherein said number of times is at least partially based on the number of non-selected selections that are not associated with one of said terminators.

Claim 13 (withdrawn): The gaming device of Claim 11, wherein said second award is based on providing a number of values to the player, wherein the number of provided values is at least partially based on the number of non-selected selections that are not associated with one of said terminators.

Claim 14 (withdrawn): The gaming device of Claim 11, which includes a plurality of terminators associated with a plurality of said player selectable selections.

Claim 15 (currently amended): A gaming device comprising:

a display device adapted to display a game; the game involving a plurality of selections including at least one associated with a non-terminator and at least one associated with a terminator; and

a processor configured to operate with said display device for a play of the game to:

(a) start the play of the game;

(b) display a plurality of selections, wherein a first award is associated with one of said selections;

(~~b~~c) cause a selection of at least one of said displayed selections;

(~~e~~d) ~~provide any first award associated with said selected selection to a player if the selected selection is not associated with a terminator,~~

(i) provide a first award to the player; and

(ii) repeat steps (c) and (d)(i) until a termination condition is satisfied;

~~wherein the terminator is associated with one of said selections; and~~

(~~e~~) ~~provide a second award to the player if the selected selection is associated with said terminator,~~

(i) terminate the play; and

(ii) provide a second award to the player, the second award being wherein said second award is at least partially based on the number a quantity of said non-selected selections that which are were not associated with said terminator when the play was terminated.

Claim 16 (original): The gaming device of Claim 15, wherein said second award is based on providing a value to the player a number of times, wherein said number of times is at least partially based on the number of non-selected selections that are not associated with said terminator.

Claim 17 (original): The gaming device of Claim 15, wherein said second award is based on providing a number of values to the player, wherein the number of provided values is at least partially based on the number of non-selected selections that are not associated with said terminator.

Claim 18 (original): The gaming device of Claim 15, which includes a plurality of terminators associated with a plurality of said selections.

Claim 19 (original): The gaming device of Claim 15, which includes a plurality of first awards, wherein each first award is associated with one of said selections.

Claim 20 (currently amended): A gaming device comprising:
a display device adapted to display a game, the game involving a plurality of selections including at least one associated with a non-terminator and at least one associated with a terminator; and

a processor configured to operate with said display device for a play of the game to:

(a) start the play of the game;
(b) display a plurality of selections;
(~~bc~~) cause a selection of one of said displayed selections not previously selected;

(~~ed~~) provide any of a plurality of first awards associated with said selected selection to a player, wherein each first award is associated with one of said selections;

(d) ~~provide a second award to the player if a terminator is associated with said selected selection, wherein each of at least one terminator is associated with one of said selections;~~

(i) terminate the play; and
(ii) provide a second award to the player, the a second award being
~~and said second award is at least partially based on a quantity the number of said non-selected selections that are were not associated with any terminators when the play was terminated; and~~

(~~e~~) ~~repeat steps (b) to (d) at least once if the selected selection is not associated with any terminators.~~

Claim 21 (original): The gaming device of Claim 20, wherein said second award is based on providing a value to the player a number of times, wherein said number of times is at least partially based on the number of non-selected selections that are not associated with any terminators.

Claim 22 (original): The gaming device of Claim 20, wherein said second award is based on providing a number of values to the player, wherein the number of provided values is at least partially based on the number of non-selected selections that are not associated with any terminators.

Claim 23 (original): The gaming device of Claim 20, which includes a plurality of terminators associated with a plurality of said selections.

Claim 24 (currently amended): A gaming device comprising:
a display device operable to display a game, the game involving a plurality of selections including at least one associated with a non-terminator and at least one associated with a terminator; and

a processor configured to operate with said display device for a play of the game to:

- (a) start the play of the game;
- (b) display a plurality of selections;
- (~~b~~c) cause a selection of one of said displayed selections not previously selected;
- (~~e~~d) provide any of a plurality of values associated with said selected selection to a player, wherein each of said values is associated with one of said selections;
- (~~d~~e) repeat steps (~~b~~c) to (d) until at least one terminator is associated with said selected selection; and
- (~~e~~f) provide an award to the player, wherein said award is at least partially based on the number a quantity of said non-selected selections that are were not associated with one of the terminators.

Claim 25 (original): The gaming device of Claim 24, wherein said processor is operable to enable the player to select one of said selections.

Claim 26 (original): The gaming device of Claim 24, wherein said award is based on providing one of said values to the player a number of times, wherein said number of times is at least partially based on the number of non-selected selections that are not associated with one of the terminators.

Claim 27 (original): The gaming device of Claim 24, wherein said award is based on providing a number of said values to the player, wherein the number of provided values is at least partially based on the number of non-selected selections that are not associated with one of the terminators.

Claim 28 (original): The gaming device of Claim 24, wherein each of said selections is associated with one of said values.

Claim 29 (original): The gaming device of Claim 24, which includes a plurality of terminators associated with a plurality of said selections.

Claim 30 (currently amended): A method of operating a gaming device, said method comprising:

(a) displaying a plurality of symbols including at least one non-terminator symbol and at least one terminator symbol for a play of a game;

(b) starting the play of the game;

(c) enabling a player to select at least one of the displayed symbols;

~~(ed) providing a value to the player if one of the non-terminator symbols is selected by the player;~~

(i) providing a value to the player; and

(ii) and repeating steps (c) and (d)(i) until a termination condition is satisfied;

~~(de) providing another value to the player if one of said terminator symbols is selected by the player,~~

(i) -terminating the play; and

(ii) providing another value to the player, the another value wherein said value is at least partially based on the number a quantity of said non-terminator symbols not selected; when the play was terminated.

Claim 31 (original): The method of Claim 30, which includes repeating steps (b) to (d) at least once if one of said non-terminator symbols is selected by the player.

Claim 32 (original): The method of Claim 30, which includes the step of operating the gaming device through a data network.

Claim 33 (original): The method of Claim 32, wherein the data network is an internet.

Claim 34 (original): The method of Claim 30, wherein computer instructions for implementing steps (a) to (d) are stored in a memory device.

Claim 35 (currently amended): A method for operating a gaming device, said method comprising:

(a) displaying a plurality of player selectable selections for a play of a game, wherein a terminator is associated with at least one of said player selectable selections;

(b) starting the play of the game;

(c) enabling a player to select at least one of said displayed selections not previously selected;

~~(ed) providing a first award to the player if the player selected selection is not associated with one of said terminators;~~

(i) providing a first award to the player; and

(ii) repeating steps (c) and (d)(i) until a termination condition is satisfied; and

~~(de) providing a second award to the player if the player selected selection is associated with one of said terminators,~~

(i) terminating the play; and

(ii) providing a second award to the player, the second award being wherein said second award is at least partially based on the number a quantity of remaining said non-selected selections that are were not associated with one of said terminators when the play was terminated; and

~~(e) repeating steps (b) to (d) at least once if the player selected selection is not associated with one of said terminators.~~

Claim 36 (original): The method of Claim 35, wherein said second award is based on providing a value to the player a number of times, wherein said number of times is at least partially based on the number of remaining non-selected selections that are not associated with one of said terminators.

Claim 37 (original): The method of Claim 35, wherein said second award is based on providing a number of values to the player, wherein the number of provided values is at least partially based on the number of remaining non-selected selections that are not associated with one of said terminators.

Claim 38 (original): The method of Claim 35, which includes the step of operating the gaming device through a data network.

Claim 39 (original): The method of Claim 38, wherein the data network is an internet.

Claim 40 (original): The method of Claim 35, wherein computer instructions for implementing steps (a) to (e) are stored in a memory device.

Claim 41 (currently amended): A method for operating a gaming device, said method comprising:

(a) displaying a plurality of selections for a play of a game, wherein a terminator is associated with at least one of said selections;

(b) starting the play of a game;

~~(c)~~ causing a selection of one of said displayed selections not previously selected;

~~(ed)~~ ~~providing a first award to the player if the selected selection is not associated with one of said terminators;~~

(i) providing a first award to the player; and

(ii) repeating steps (c) and (d)(i) until a termination condition is satisfied; and

~~(de)~~ ~~providing a second award to the player if the selected selection is associated with one of said terminators,~~

(i) terminating the play; and

(ii) providing a second award to the player, the second award
~~being wherein said second award is at least partially based on the number a~~ quantity ~~of remaining said non-selected selections that which are were not associated with one of said terminators when the play was terminated; and~~

~~(e) repeating steps (b) to (d) at least once if the player selected selection is not associated with one of said terminators.~~

Claim 42 (original): The method of Claim 41, wherein said second award is based on providing a value to the player a number of times, wherein said number of times is at least partially based on the number of remaining non-selected selections that are not associated with one of said terminators.

Claim 43 (original): The method of Claim 41, wherein said second award is based on providing a number of values to the player, wherein the number of provided values is at least partially based on the number of remaining non-selected selections that are not associated with one of said terminators.

Claim 44 (original): The method of Claim 41, which includes the step of operating the gaming device through a data network.

Claim 45 (original): The method of Claim 44, wherein the data network is an Internet.

Claim 46 (original): The method of Claim 41, wherein computer instructions for implementing steps (a) to (e) are stored in a memory device.

Claim 47 (currently amended): A method of operating a gaming device, said method comprising:

(a) displaying a plurality of selections for a play of a game, wherein at least one of said selections is associated with a terminator and a plurality of said selections are each associated with one of a plurality of values;

(b) causing a selection of one of said displayed selections not previously selected;

(c) providing any value associated with said selected selection to the player;

(d) repeating steps (b) to (d) until said terminator is associated with said selected selection;

(e) terminating the play of the game if said selection is associated with a terminator; and

(ef) ~~provide~~providing an award to the player, wherein said award is at least partially based on ~~the number~~a quantity of said non-selected selections that ~~are~~were not associated with said terminator when the play was terminated.

Claim 48 (original): The method of Claim 47, which the player is enabled to select one of said selections.

Claim 49 (original): The method of Claim 47, wherein said award is based on providing one of said values to the player a number of times, wherein said number of times is at least partially based on the number of non-selected selections that are not associated with said terminator.

Claim 50 (original): The method of Claim 47, wherein said award is based on providing a number of said values to the player, wherein the number of provided values is at least partially based on the number of non-selected selections that are not associated with said terminator.

Claim 51 (original): The method of Claim 47, wherein each of said selections is associated with one of said values.

Claim 52 (original): The method of Claim 47, which includes a plurality of terminators associated with a plurality of said selections.

Claim 53 (original): The method of Claim 47, which includes the step of operating the gaming device through a data network.

Claim 54 (original): The method of Claim 53, wherein the data network is an internet.

Claim 55 (original): The method of Claim 47, wherein computer instructions for implementing steps (a) to (e) are stored in a memory device.